

The BACKYARDIGANS™ Viking Voyage

User's Manual



vtech®

V-SMILE™

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Dear Parent,

At **VTech**[®], we know that every year, children are asking to play video games at younger and younger ages. At the same time, we understand the hesitation of most parents to expose their children to the inappropriate content of many popular video games. How can you feel confident in allowing your children to play these games, and still educate and entertain them in a healthy, age-appropriate manner?

Our solution to this on-going debate is the **V.SMILE**[™] **Learning System** – a unique video game system created especially for children aged 3 to 8. The **V.SMILE**[™] **Learning System** combines a kid-friendly design, age-appropriate curriculum, entertaining graphics, and fun game play into a unique experience that your child will love and you can support. The **V.SMILE**[™] **Learning System** engages your child with two modes of play: the Learning Adventure – an exciting exploratory journey in which learning concepts are seamlessly integrated, and the Learning Zone – a series of games designed to focus on specific school skills in a fun, engaging way. Both of these educational modes offer your child hours of learning fun.

As part of the **V.SMILE**[™] **Learning System**, **VTech**[®] offers a library of game Smartridges[™] based on popular children's characters that engage and encourage your child to play while learning. The library is organized into three levels of educational play – Early Learners (ages 3-5), Junior Thinkers (ages 4-6) and Master Minds (ages 6-8) – so that the educational content of the system grows with your child.

At **VTech**[®] we are proud to provide you with a much-needed solution to the video game dilemma, as well as another innovative way for your child to learn while having fun. We thank you for trusting **VTech**[®], with the important job of helping your child explore a new world of learning!

Sincerely,

Your Friends at **VTech**[®]

To learn more about the **V.SMILE**[™] **Learning System** and other **VTech**[®] toys, visit www.vtechkids.com

INTRODUCTION

The Backyardigans have the whole wide world in their yard to explore! Join them on a Viking adventure, as they brave steamy jungles, stormy seas, and sandy deserts in search of a land that no one has ever discovered before!

GETTING STARTED

Choose Your Play Mode

Move the joystick up or down to choose the play mode you want. Press the **ENTER** button when you have finished.



1. Learning Adventure

In the **Learning Adventure** menu, use the joystick and **ENTER** button to choose a play mode.



Adventure Play

In this play mode, join Vikings Pablo, Tyrone and Uniqua as they sail off to discover a new land. Use the joystick to select "Adventure Play," and press the **ENTER** button to start. This mode includes 4 adventure locations.

To start a new game from the beginning, use the joystick and **ENTER** button to choose **New Game**. To continue an old game from where you left off, choose **Continue Game**.



New Game – Start a new game from the beginning.

Continue Game – Pick up an old a game from where you left off.

Quick Play

In this mode, you can choose any of the 4 adventure locations individually. To choose a game, use the joystick and press **ENTER**. In this play mode, you can play alone, or with a friend.

Note: For game details, please see the “Activities – Learning Adventure” section.



2. Learning Zone

In the **Learning Zone** menu, use the joystick and **ENTER** button to choose any of the 3 Learning Zone games. You can play alone, or with a friend.

Note: For game details, please see the “Activities – Learning Zone” section.



Choosing a Character

In this menu, you can choose which Viking you would like to control in the game. Use the joystick and **ENTER** button to choose Viking Pablo, Viking Tyrone or Viking Uniqua.



3. Options

In this menu, you can choose to play with or without background music. Use the joystick to choose a setting, and press **ENTER**. When you have chosen your setting, you will automatically go back to the Main Menu.



Start Your Game

- For Learning Adventure mode, please go to the “Activities-Learning Adventure” section.
- For Learning Zone mode, please go to the “Activities-Learning Zone” section.

FEATURES

2-Player Mode

In the Learning Adventure and Learning Zone modes you can play alone, or with a friend. Choose one-player or two-player mode in the small selection menu at the bottom of the screen.

In Learning Adventure mode, Player 1 and Player 2 will take turns to play. Player 1 will solve challenges in the first section. After Player 1 completes a round of challenges, a voice prompt will indicate Player 2's turn.

In Learning Zone mode, Player 1 and Player 2 can play at the same time.

Note: Two-player mode is not available on the **V.SMILE™ Pocket**.

Viking Skill Panel

- During your game, you will see a panel showing four musical action skills to learn as you play.
- Each skill is controlled by one of the four color buttons on the joystick. Skills that have not been learned yet or cannot be used in the current screen will be grayed out on the screen panel.
- Each time you use a skill, you will hear a short musical piece or sound effect, and one of the color buttons on the joystick will light up. Your Viking will use the skill in the adventure.



RED button: **DASH**



YELLOW button: **PUSH**



BLUE button: **TIPTOE**



GREEN button: **LIMBO**

- Level differences for the Viking skill panel:



Easy Level: You will not need to press the skill's color button to use the skill. Pressing **ENTER** will automatically use the correct skill when a challenge is met. (On the regular game path, you can press **ENTER** to jump.)



Difficult Level: You will need to choose the correct skill for the challenge by pressing its color button.

HELP Button

When you press the **HELP** button during a game, you will hear the activity instructions or a hint.

EXIT Button

When you press the **EXIT** button, the game will pause. A window will pop up to make sure you really want to quit. Move the joystick to "Yes" to leave the game or to "No" to cancel the exit screen and keep playing. Press the **ENTER** button to enter your choice.



LEARNING ZONE Button

The **LEARNING ZONE** button is a shortcut that takes you to the Learning Zone game selection screen. When you press the **LEARNING ZONE** button the game will pause. A window will pop up to make sure you really want to quit. Move the joystick to "Yes" to leave the game or to "No" to cancel the exit screen and keep playing. Press the **ENTER** button to enter your choice.

ACTIVITIES

Educational Curriculum

Learning Adventure

Jungle Island

Sea Voyage

Sandland

Secret Temple

Learning Zone

Sand Slide Race

Rain Dance

Viking Hide-and-Seek

Curriculum

Vocabulary, Counting, Color Patterns, Size Comparisons

Counting, Hand-eye Coordination, Rhyming

Logic, Problem Solving

Problem Solving, Shape Recognition

Curriculum

Number

Memory Skills

Observation, Hand-eye Coordination

Learning Adventure

Adventure 1 - Jungle Island

Game Play

Vikings Pablo, Tyrone, and Uniqua are setting out to discover a land that no one has discovered yet, but first, they must stop at a nearby jungle island to gather food for their long voyage. Help Viking Pablo collect fruit in the jungle.

Help Pablo choose the correct log to repair the broken bridge.

Overcome obstacles by using the **DASH** and **PUSH** skills.



Curriculum: Vocabulary, Counting, Color Patterns

★ Easy level: Counting (1 - 5)

★★★ Difficult level: Color patterns

Controls

←	Walk left
→	Walk right
ENTER Button	Easy level: Jump / use skill Difficult level: Jump
Color Buttons	Use selected skill

Mini Game: Going Fishing

Game Play

Vikings love to eat fish, so help Viking Pablo catch some for the long voyage ahead! Help the Vikings catch fish that match the size of Pablo's bucket.

Curriculum: Size Comparisons

- ★ **Easy level:** 2 sizes of fish: big and small
- ★★ **Difficult level:** 3 sizes of fish, big, medium and small

Controls

←	Walk left
→	Walk right
ENTER Button	Catch fish



Adventure 2 – Sea Voyage

Game Play

The Vikings set sail over the North Sea to find an undiscovered land. Use the joystick to move the Viking ship and avoid the dangerous rocks. The Vikings will have to cross three different regions on their sea voyage: the Doldrums, the Stormy Rocky Region and the Whirlpool.

Since there is no wind in the Doldrums, help the Vikings row by pressing **ENTER** to use the **PUSH** skill and move the ship across the sea. When you come to a split in the sea-path, follow Pablo's clues to help the Vikings choose the correct path.



In the Stormy Rocky Region, the Vikings will need your help to steer the boat through the rocks. Press **ENTER** when the cursor points to the target to steer the boat through the rocks.



And watch out for that whirlpool! To help the Viking ship escape, press **ENTER** over and over to fill the power bar full of energy.

Curriculum: Counting, Hand-eye Coordination



★ **Easy level:** 1-5 animals, with no decoy; more time allowed; larger target

★★ **Difficult level:** 1-5 animals with a decoy; less time allowed; smaller target

Controls

↓	Move the ship up
↑	Move the ship down
ENTER Button	Row (PUSH) skill / Enter choice

Mini Game: Tasha the Mermaid

Game Play

Oh no! Mermaid Tasha has stopped the Viking ship, and now she'll make them sing to her forever! Help the Vikings outsmart her by singing her a lullaby. Complete their song by choosing rhyming words.

Curriculum: Rhyming



★ **Easy level:** word choices are spoken aloud, and pictures are shown

★★ **Difficult level:** word choices are spoken aloud, but no pictures are shown

Controls

←	Move arrow left
→	Move arrow right
ENTER Button	Enter choice

Adventure 3 – Sandland

Game Play

The Vikings land on an island that nobody has discovered yet and decide to name it Sandland. They want to explore the new land, but a sudden sandstorm stops them. It seems that strange statues are causing the sandstorm.

Help Viking Tyrone follow the clues on the sign to open and close the statues' mouths, and stop the sandstorm.



Overcome obstacles by using the **DASH**, **PUSH** and **TIPTOE** skills.



Curriculum: Logic, Problem Solving

★ **Easy level:** Statue mouths are open or closed

★★ **Difficult level:** Statue mouths are open, half-open or closed

Controls

←	Walk left
→	Walk right
ENTER Button	Easy level: Jump / use skill Difficult level: Jump
Color Buttons	Use selected skill

Adventure 4 – Secret Temple

Game Play

Deep inside Sandland, the Vikings find a secret temple. They want to explore the temple and search for Viking plunder, but there are many locked doors and other challenges.

Key Puzzle: Help Viking Uniqua find the key that matches the shape of the keyhole.



Pipe-Turning Puzzle: Help Viking Uniqua line up the pipe pieces to let the ball fall down and trigger the lock.



Overcome obstacles by using the **DASH, PUSH** and **LIMBO** skills. Collect coins along the path, to add to your Viking treasure!



Curriculum: Problem Solving, Shape Recognition

- ★ **Easy level:** Simple geometric shapes: circle, rectangle, triangle, diamond; 2 wrong pipes
- ★★ **Difficult level:** Irregular shapes: moon, star, heart, cross; 4 wrong pipes

Controls

←	Walk left / move arrow left
→	Walk right / move arrow right
↓	Move arrow down
↑	Move arrow up
ENTER Button	Jump / use skill (Easy level), Enter choice (Difficult level)
Color buttons	Use skill

Learning Zone

Zone 1: Sand Slide Race

Game Play

The Vikings are racing down the sand slide to reach the Secret Temple of Sandland. You can choose one of the three Vikings to control. As you race, move your Viking from side to side to pick up the numbered flags that match the flags on the screen. When your energy bar is full, you will get a burst of speed!



Curriculum: Number



Easy level: Recognize numbers 1-20; fewer obstacles



Difficult level: Skip count by 2's, 3's or 5's, up to 50; more obstacles

Controls

←	Turn left
→	Turn right
ENTER Button	Jump

Zone 2: Rain Dance

Game Play

To make it rain in Sandland, the Vikings have to do the rain dance shown on a mysterious stone tablet. Choose a Viking to play with. Player 1 is on the left side; Player 2 is on the right side. The middle Viking is a “leader,” who will show you how to do the dance. Remember the moves in the rain dance, and press the color buttons to follow them.



Curriculum: Memory

- ★ **Easy level:** 4-color pattern; 4 dance steps
- ★★★ **Difficult level:** 4-color pattern; 5 dance steps

Controls

Color buttons	Perform dance step
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Zone 3: Viking Hide-and-Seek

Game Play

See if you can spot the Vikings in the Secret Temple of Sandland. Choose a Viking to play with, and find him or her behind the objects in the room. Use the joystick to catch the Viking as quickly as you can!



Curriculum: Observation, Hand-eye Coordination

- ★ **Easy level:** The game has no decoys
- ★★★ **Difficult level:** The game has decoys

Controls

ENTER Button	Catch the Viking
←	Move pointer up
→	Move pointer down
↓	Move pointer left
↑	Move pointer right

CARE & MAINTENANCE

1. Keep your **V.Smile™** clean by wiping it with a slightly damp cloth. Never use solvents or abrasives.
2. Keep the unit out of direct sunlight and away from direct sources of heat.
3. Remove the batteries when not using it for an extended period of time.
4. Avoid dropping it. **NEVER** try to dismantle it.
5. Always keep the **V.Smile™** away from water.

WARNING

A very small percentage of the public, due to an existing condition, may experience epileptic seizures or momentary loss of consciousness when viewing certain types of flashing colors or patterns, especially on television. While the **V.Smile™ Learning System** does not contribute to any additional risks, we do recommend that parents supervise their children while they play video games. If your child experiences dizziness, altered vision, disorientation, or convulsions, discontinue use immediately and consult your physician. Please note that focusing on a television screen at close range and handling a joystick for a prolonged period of time may cause fatigue or discomfort. We recommend that children take a 15-minute break for every hour of play.

TROUBLESHOOTING

If you have a problem that cannot be solved by using this manual, we encourage you to visit us online or contact our Consumer Services Department with any problems and/or suggestions that you might have. A support representative will be happy to assist you.

Before requesting support, please be ready to provide or include the information below:

- The name of your product or model number. (The model number is typically located on the back or bottom of your product.)
- The actual problem you are experiencing.
- The actions you took right before the problem occurred.

Internet: **www.vtechkids.com**

Phone: 1-800-521-2010 in the U.S. or 1-877-352-8697 in Canada

OTHER INFO

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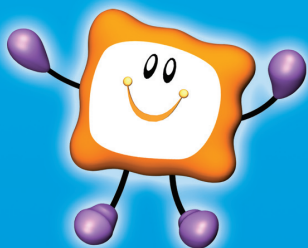
TEL NO.: 1-800-521-2010 in the U.S. or 1-877-352-8697 in Canada

NOTE:

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Caution: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.



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Printed in China
91-02088-492 (美)

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